1850 Pts - Grey Knights - Paul Murphy's Grey Knights 10th Seed Adepticon 2012

HQ: Lord Kaldor Draigo 11	Name	#	Grp	ws	BS	S	Т	Wo	I	Α	Ld	Save	Cost	
Lord Kaldor Draigo	HQ: Lord Kaldor Draige	o (1	[‡] . 275	pts)			'					-		1
Terminator Armour; Storm Bolter: The Titansword: Elemal Warrior; Fearless; Grand Strategy: Independent Character; Preferred Enemy (Deamons); Psyker (Mastery Level 2); The Aegis; Hammerhand; Psychic Communion; Sanctified Flame HQ: Inquisitor Coteaz		1		7	6	5	5	4	5	4	10	2+/3	275	
Terminator Armour; Storm Bolter: The Titansword: Elemal Warrior; Fearless; Grand Strategy: Independent Character; Preferred Enemy (Deamons); Psyker (Mastery Level 2); The Aegis; Hammerhand; Psychic Communion; Sanctified Flame HQ: Inquisitor Coteaz	_	(C:0	GK, pg.	38); Ur	it Typ	e: Infar	ntry; Fra	g Grena	des; Kr	ak Gren	ades; P	syk-out	Grenade	es; Storm Shield;
Character, Preferred Enemy (Daemons); Psyker (Mastery Level 2); The Aegis; Hammerhand; Psychic Communion; Sanctified Flavor														
Communion; Sanctified Flame														
Inquisitor Coteaz		1					,,	•	,		, ,	0 /		, ,
Inquisitor Coteaz	HO: Inquisitor Cotess (
C: GK, pg. 45); Unit Type: Infantry; Frag Grenades; Krak Grenades; Psyk-out Grenades; Artificer Armour; Psyber-Eagle; Bolt Pistol; Master-crafted Nemesis Daemonhammer; I've Been Expecting You; Independent Character; Psyker (Mastery Level 2): Spy Network; Stubborn; Dark Excommunication; Hammerhand; Sanctuary Fethmarine		1	100 pts		4	3/6	3	3	4/1	3	10	2+	100	
Psyber Eagle: Bolt Pistol: Master-crafted Nemesis Daemonhammer; Tve Been Expecting You; Independent Character: Psyker (Mastery Level 2); Spy Network; Stubborn; Dark Excommunication; Hammerhand; Sanctuary	Inquisitor Coteaz	(C. (a. Antifican Annoque
Character; Psyker (Mastery Level 2); Spy Network; Stubborn; Dark Excommunication; Hammerhand; Sanctuary 120 pts 120 pts														
Sanctuary														
Techmarine		1		Sykei (I	viasiei y	Level	2), Spy	Networ	k, Stubi	oom, Da	IIK EXC	Ollilliulli	cation, i	iaiiiiieiiiaiiu,
Techmarine														
C.C.GK, pg. 32); Unit Type: Infantry; Frag Grenades; Krak Grenades; Psyk-out Grenades; Artificer Armour; Blind Grenades; Psychotroke Grenades; Rad Grenades; Botler; Power Weapon; And They Shall Know No Fear; Blessing of the Omnissiah; Bolster Defenses; Independent Character; Preferred Enemy (Daemons); Psyker (Mastery Level 1); The Aegis; Hammerhand; Reconstruction; Servo Hamess Paladin Squad		120	pts)							1			100	I
Blind Grenades; Psychotroke Grenades; Rad Grenades; Bolster; Power Weapon; And They Shall Know No Fear; Blessing of the Omnissiah; Bolster Defenses; Independent Character; Preferred Enemy (Daemons); Psyker (Mastery Level 1); The Aegis; Hammerhand; Reconstruction; Servo Harness Foundation Squad	Lechmarine	1						1						
Fear; Blessing of the Omnissiah; Bolster Defenses; Independent Character; Preferred Enemy (Daemons); Psyker (Mastery Level 1); The Aegis; Hammerhand; Reconstruction; Servo Hamess Paladin Squad														
Polyber (Mastery Level 1); The Aegis; Hammerhand; Reconstruction; Servo Hamess Paladin Squad 10														
Troops: Paladin Squad														emy (Daemons);
Paladin Squad					vel 1);	The Ae	egis; Har	nmerhai	nd; Rec	onstruct	ion; Sei	rvo Harr	ness	
C. GK, pg. 30); Unit Type: Infantry; And They Shall Know No Fear; Brotherhood of Psykers; Combat Squads; Preferred Enemy (Daemons); The Aegis; Hammerhand; Holocaust	Troops: Paladin Squad	(10	[‡] , 755	pts)										
Squads; Preferred Enemy (Daemons); The Aegis; Hammerhand; Holocaust	Paladin Squad	1	D										755	
Squads; Preferred Enemy (Daemons); The Aegis; Hammerhand; Holocaust 1		(C:0	GK, pg.	30); Ur	it Typ	e: Infar	ntry; And	d They	Shall K	now No	Fear;	Brotherh	ood of	Psykers; Combat
Apothecary														
Nemesis Force Sword; And They Shall Know No Fear; Brotherhood of Psykers; Combat Squads; Preferred Enemy (Daemons); The Aegis	Apothecary												[130]	
Paladin		Uni	t Type:	Infantry	; Frag	Grenad	les; Krak	Grenad	les; Psy	k-out G	renades	; Narthe	ecium; T	erminator Armour;
Paladin		Nen	nesis Fo	rce Swo	rd; And	d They	Shall K	now No	Fear; 1	Brotherh	ood of	Psykers	; Comba	t Squads; Preferred
Paladin		Ene	my (Dae	emons);	The A	egis								
Paladin	Paladin	1_			4				-,,,					
Paladin		Frag	g Grenad	des; Kra	k Gren	ades; Pa	syk-out	Grenade	es; Tern	ninator A	Armour;	Psycan	non; Ne	mesis
Paladin		Dae	monhan	mer	1	1		1	1					
Paladin	Paladin			5	4	<u> </u>								
Paladin			Grenac	1		1					1			anner; Storm Bolter
Paladin	Paladin	_												
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Psycannon; Nemesis Force Halberd Paladin	B	_	Grenac		T T	1	1	1	1		1	1		Sword; Psycannon
Paladin	Paladin	<u> </u>												
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Daemonhammer Paladin 1 5 4 4 4 2 9 2+/5 [75] Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Warding Stave Paladin 1 5 4 4 4 2 9 2+/5 [55] Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Nemesis Force Sword; Storm Bolter Paladin 1 5 4 4/8 4 2 4/1 2 9 2+/5 [80] Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Master-craft Nemesis Weapon(s); Psycannon; MC Nemesis Daemonhammer Paladin 1 5 4 4 4 2 4/6 2 9 2+/5 [55] Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Master-craft Nemesis Weapon(s); Psycannon; MC Nemesis Daemonhammer	Data Pa		Grenac		k Gren									mesis Force Halberd
Daemonhammer	Paladin				4									<u> </u>
Paladin		_			k Gren	ades; P	syk-out	Grenade	es; Tern	ninator A	Armour;	Storm	Bolter;	Nemesis
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Warding Stave Paladin 1	Polodin		monnan		1	1	1	2	4	2	0	2./5	[75]	
Paladin	Palaulii		Casas											
Paladin				ies; Kra	k Gren	ades; P	syk-out	Grenade	es; Tern	mmator F	Armour;	Storm	Boner;	Nemesis warding
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Nemesis Force Sword; Storm Bolter Paladin 1	Paladin		<i>'e</i>	5	1	1	1	2	1	2	0	21/5	[55]	
Paladin 1 5 4 4/8 4 2 4/1 2 9 2+/5 [80] Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Master-craft Nemesis Weapon(s); Psycannon; MC Nemesis Daemonhammer Paladin 1 5 4 4 4 2 4/6 2 9 2+/5 [55] Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Force	Falaulii	_	Grange											
Paladin 1 5 4 4/8 4 2 4/1 2 9 2+/5 [80] Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Master-craft Nemesis Weapon(s); Psycannon; MC Nemesis Daemonhammer Paladin 1 5 4 4 4 4 2 4/6 2 9 2+/5 [55] Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Force		_	-	ies, ma	K Oleli	aues, 1	syk-out	Orenauc	5, Tem	illiator A	Milloui,	, ivellies	is Polce	Sword, Storm
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Master-craft Nemesis Weapon(s); Psycannon; MC Nemesis Daemonhammer Paladin 1 5 4 4 4 2 4/6 2 9 2+/5 [55] Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Force	Paladin			5	1	1/8	1	2	4/1	2	a	2±/5	[80]	
Psycannon; MC Nemesis Daemonhammer Paladin 1	i alaulii		Grenad		<u> </u>									
Paladin 1 5 4 4 4 2 4/6 2 9 2+/5 [55] Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Force									,, i Cill	miatoi <i>f</i>	iiiOul,	, master.	Craft IV	omesis weapon(s),
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Force	Paladin		, aiiii0ii,		T T				4/6	2	9	2+/5	[55]	
, , , , , , , , , , , , , , , , , , ,	. uiuuiii		Grenad											
		_		, ixia	Oron		ogr out	Jichade	, 10111	iiiiutOi F	oui,	, Storm	20101, 1	

Name	#	Grp	WS	BS	S	Т	Wo	I	Α	Ld	Save	Cost	
Troops: Inquisitorial Henchmen Warband (4 [‡] , 57 pts)													
Inquisitorial Henchmen	1	D										57	
Warband	(C:0	GK, pg.	48-51);	Unit T	ype: In	fantry;	Razorba	ck					
Warrior Acolyte	3		3	3	3	3	1	3	1/2	8	5+	[12]	
	(C:C	(C:GK, pg. 51); Unit Type: Infantry; Flak Armour; Chainsword; Laspistol											
Razorback	1	Grp: I	3S: 4	FA: 11	SA: 11	I RA:	10					[45]	
	(C:GK, pg. 33); Unit Type: Vehicle (Tank); Transport Capacity: 6 models; Access Points: 3; Fire												
	Points: 0; Smoke Launchers; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude												
Troops: Inquisitorial He	ench	men W	/arban	d (4 [‡] . !	57 pts)								
Inquisitorial Henchmen	1											57	
Warband	(C: C	iK. ng.	48-51):	Unit T	vpe: In	fantry:	Razorba	ck					
Warrior Acolyte	3	, ,,	3	3	3	3	1	3	1/2	8	5+	[12]	
	(C:C	JK, pg.	51); Uı	it Type	: Infan	try; Flal	k Armou	ır; Cha	insword;	Laspis	tol		
Razorback		Grp: I								•		[45]	
	(C:GK, pg. 33); Unit Type: Vehicle (Tank); Transport Capacity: 6 models; Access Points: 3; Fire												
	Poir	nts: 0; S	moke I	Launche	rs; Twi	n-Linke	d Heavy	Bolter	; Psychic	Pilot;	The Ae	gis; Fort	itude
Heavy Support: Dreadn	ouq	ht (1 [‡] ,	135 pt	s)									
Dreadnought					4 St: 6	In: 4	At: 2	FA: 12	SA: 12	RA:	10	135	
	1 Grp: WS: 4 BS: 4 St: 6 In: 4 At: 2 FA: 12 SA: 12 RA: 10 135 (C:GK, pg. 35); Unit Type: Vehicle (Walker); Smoke Launchers; Psybolt Ammunition; Twin-Linked												
	Autocannon; Twin-Linked Autocannon; Preferred Enemy (Daemons); Psychic Pilot; Reinforced Aegis; The Aegis; Fortitude												
Heavy Support: Dreadn	Heavy Support: Dreadnought (1 [‡] , 135 pts)												
Dreadnought	1	Gro.	WS	1 BS· 4	1 St 6	In: 4	Δt· 2	 FΔ: 12	SA: 12	PΑ·	10	135	
	1 Grp: WS: 4 BS: 4 St: 6 In: 4 At: 2 FA: 12 SA: 12 RA: 10 135 (C: GK, pg. 35); Unit Type: Vehicle (Walker); Smoke Launchers; Psybolt Ammunition; Twin-Linked												
	Autocannon; Twin-Linked Autocannon; Preferred Enemy (Daemons); Psychic Pilot; Reinforced Aegis; The												
	Aegis; Fortitude												
Heavy Support: Nemesis Dreadknight (1 [‡] , 215 pts)													
Nemesis Dreadknight	15 D	reaukn	1911. (1 5	^, Z13	6/10	6	4	4	3	10	2+/5	215	
Nemesis Dreaukingin						_			_				-t Namania
	(C:GK, pg. 34); Unit Type: Monstrous Creature; Dreadknight Armour; Personal Teleporter; Nemesis Doomfist; Nemesis Daemonhammer; And They Shall Know No Fear; Preferred Enemy (Daemons); Psyker												
(Mastery Level 1); The Aegis; Dark Excommunication; Hammerhand						Daemons); Psykei							
	(IVIa	stery Le	ever 1);	The Ae	gis; Dai	K Exco	mmunic	ation; r	1ammern				
										Tota	I Cost:	1849	

Option Footnotes							
Psychic Powers							
Dark Excommunication	See C:GK, pg. 25.						
Fortitude	See C:GK, pg. 33.						
Hammerhand	See C:GK, pg. 25.						
Holocaust	See C:GK, pg. 30.						
Psychic Communion	See C:GK, pg. 23.						
Reconstruction	See C:GK, pg. 32.						
Sanctified Flame	See C:GK, pg. 39.						
Sanctuary	See C:GK, pg. 25.						
	Special Rules						
And They Shall Know No	Automatically pass tests to regroup, can test if under 50%, conditions apply (C:SM, pg 51).						
Fear							
Blessing of the Omnissiah	If in base contact with a damage vehicle during the Shooting phase, may attempt to repair it instead of						
	firing.						
Bolster Defenses	Each Techmarine can bolster a single ruin in your deployment area before the game begins. The ruin's cover save is increased by one for the duration of the game. A ruin can only be bolstered once.						
Brotherhood of Psykers	See C:GK, pg. 21.						
Combat Squads	A ten-man unit has the option of breaking down into two five-man squads.						
Eternal Warrior	Immune to Instant Death (p74 WH40K 5E)						
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)						
Grand Strategy	See C:GK, pg. 22.						
I've Been Expecting You	See C:GK, pg. 45.						
Independent Character	(See WH40k, pg. 50.)						
Preferred Enemy	Re-roll to hit in close combat, conditions apply (p75 WH40K 5E)						
(Daemons)							

Psychic Pilot	See C:GK, pg. 21.
Psyker (Mastery Level 1)	For each Mastery level a character has, he can use one psychic power per turn (see C:GK, pg. 21).
Psyker (Mastery Level 2)	For each Mastery level a character has, he can use one psychic power per turn (see C:GK, pg. 21).
Reinforced Aegis	See C:GK, pg. 35.
Spy Network	See C:GK, pg. 45.
Stubborn	Ignore negative Leadership modifiers, conditions apply (p76 WH40K 5E)
The Aegis	See C:GK, pg. 21.
	Unit Type
Linit Trunca Inforture	
Unit Type: Infantry Unit Type: Monstrous	Unit Type: Infantry (p.54 WH40k)
• •	Unit Type: Monstrous Creature (p.51 WH40k)
Creature	1) Have Move Through Cover (p. 75 WH40k)
	2) Fire two weapons per turn and have Relentless (p. 76 WH40k).
	3) Close combat wounds ignore Armour Saves.
TT *4 /D X/ 1 * 1	4) Armour penetration 2D6+Str
Unit Type: Vehicle	Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)
(Tank)	
Unit Type: Vehicle	Unit Type: Vehicle (Walker) (WH40k, pp. 72-73)
(Walker)	
	Wargear
Artificer Armour	Confers a 2+ Armour save.
Blind Grenades	Defensive Grenades; (See WH40K 5E, pg. 36).
Brotherhood Banner	See C:GK, pg. 62.
Dreadknight Armour	See C:GK, pg. 28.
Flak Armour	Confers a 5+ Armour Save.
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K
Tag Grenades	5E).
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Master-craft Nemesis	Allows the bearer to re-roll one failed roll To Hit per player turn when using the weapon.
Weapon(s)	Throws the beater to te foil one failed foil to the per player turn when using the weapon.
Narthecium	See C:GK, pg. 30.
Personal Teleporter	See C:GK, pg. 28.
Psyber-Eagle	24" Range; S4; AP-; Assault D6.
Psybolt Ammunition	See C:GK, pg. 62.
Psychotroke Grenades	See C:GK, pg. 62.
Psyk-out Grenades	See C:GK, pg. 61.
Rad Grenades	See C:GK, pg. 61.
Servo Harness	Two extra Close Combat attacks made at Strength 8 and Initiative 1, ignoring Armour Saves. Plasma cutter
	fired as a Twin-linked plasma pistol, but cannot be used in CC. Flamer
Smoke Launchers	Once per game, after completing its move, a vehicle with smoke launchers can trigger them. The vehicle
	may not fire any of its weapons in the same turn as it used smoke launchers, but will count as obscured in
	the next enemy Shooting Phase, receiving a 4+ cover save (see WH40K 5E, pg. 62).
Storm Shield	3+ Invulnerable Save. This may not be combined with Iron Halo or Rosarius save.
Terminator Armour	Confers a 2+ Armour save and a 5+ Invulnerable save.
	Weapons
Bolt Pistol	12" Range; S4; AP5; Pistol
Bolter	24" Range; S4; AP5; Rapid Fire
Chainsword	If used with another close combat weapon, +1 attack in close combat.
Laspistol	12" Range; S3; AP-; Pistol
Master-crafted Nemesis	W ' ' '
Daemonhammer	
MC Nemesis	Force Weapons, Daemonbane, Doubles Strength, ignores Armour Saves; Always strikes at Initiative 1. Any
Daemonhammer	model wounded may not attack again until Initiative 1 blows are struck in the next Assault phase. Vehicles
	hit are considered Crew Shaken as well as whatever else happens.
Nemesis Daemonhammer	Force Weapons, Daemonbane, Doubles Strength, ignores Armour Saves; Always strikes at Initiative 1. Any
Temesis Daemoinamine	model wounded may not attack again until Initiative 1 blows are struck in the next Assault phase. Vehicles
	hit are considered Crew Shaken as well as whatever else happens.
Nemesis Doomfist	Force Weapons, Daemonbane, Strength 10, Ignores armour saves in close combat.
Nemesis Force Halberd	Force Weapons, Daemonbane, Two-handed weapon. Wielder strikes at +2 Initiative.
Nemesis Force Sword	Force Weapons, Daemonbane, +1 to Invulnerable save against close combat attacks (if bearer has an
NT ' 1377 11 G	Invulnerable save, otherwise no effect).
Nemesis Warding Stave	Force Weapons, Daemonbane, 2+ Invulnerable save against wounds caused in close combat attacks.
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Psycannon	24" Range; S7; AP4; Assault2 or Heavy4, Rending.

Storm Bolter	24" Range; S4; AP5; Assault 2
The Titansword	See C:GK, pg. 39.
Twin-Linked Autocannon	48" Range; S7; AP4; Heavy 2 Linked
Twin-Linked Heavy	36" Range; S5; AP4; Heavy 3 Linked